

What is the point of objects? (Compared to regular variables and functions)

Why do we use objects over just plain variables and functions?

The main reason

We are using code packages written by other people and software companies (e.g. our broker's software will have their own code packages).

These code packages are written using objects.

Thus, we have no choice but to learn it.

Here are some other pros and cons.

Pros

OOP code is modular

Modular code is code that can be divided into independent, interchangeable parts. Each contains everything necessary to run without errors.

The benefits are:

- The code is more organised
- Changing one part will not likely affect another
- We know which variables belong to which (e.g. *tesla_info.high_price*. We know that the high price returned belongs to Tesla, and that all the variables in *tesla_info* relates to Tesla.)
- Easier to find errors and debug
- Code tend to be reusable. We can create the *aapl_info* object by creating a copy of *tesla_info* and modifying it slightly

(Some) Data protection

To some extent, you are able to prevent users from accessing certain object variables and functions.

Cons

Higher learning curve

Make things unnecessarily complicated at times, especially when we are trying to solve simple tasks